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**IN THE UNITED STATES PATENT AND TRADEMARK OFFICE**

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In re application of: Nguyen et al.

Attorney Docket No.: IGT1P279/P-835

Application No.: 10/642,934

Examiner: Benjamin William Lee

Filed: August 18, 2003

Group: 3714

Title: SYSTEM AND METHOD FOR  
PERMITTING A TOURNAMENT GAME  
ON DIFFERENT COMPUTING  
PLATFORMS

Confirmation No.: 4848

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I hereby certify that this correspondence is being transmitted electronically through EFS-WEB to the Commissioner for Patents, P.O. Box 1450 Alexandria, VA 22313-1450 on April 9, 2007.

Signed: /swx/

Susan W. Xu

**APPLICANT INITIATED INTERVIEW REQUEST FORM**

Commissioner for Patents  
P.O. Box 1450  
Alexandria, VA 22313-1450

Tentative Participants:

1) **R. Mahboubian**  
3)

2)  
4)

Proposed Date of Interview: **April 19, 2007**

Proposed Time: **2:00 PM** (Eastern Time)

Type of Interview Requested:

☒ Telephone      ☐ Personal      ☐ Video Conference

Exhibit to be Shown or Demonstrated: ☐ Yes      ☒ No  
If yes, provide brief description:

**ISSUES TO BE DISCUSSED**

| Issues<br>(Rej., Obj., etc.) | Claims/ Fig.,<br>#s | Prior Art           | Discussed                | Agreed                   | Not Agreed               |
|------------------------------|---------------------|---------------------|--------------------------|--------------------------|--------------------------|
| 1) 101                       | Claim 1             | <i>Kelly et al.</i> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| 2) 102                       | Claim 1             | <i>Kelly et al.</i> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| 3)                           |                     |                     | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |

## **BRIEF DESCRIPTION OF AGRUMENTS TO BE PRESENTED:**

It is respectfully submitted that claim 1 recites a useful and concrete result as it allows a player to use gaming machine to play in a tournament as a result of downloading software to the gaming machine.

It is noted that *Kelly et al.* teaches:

“a system, method and article of manufacture for determining payment for participating in a network gaming tournament. First, a plurality of networked game apparatuses are provided for allowing games to be played by a plurality of players in a tournament. An indication of an outcome of at least one game played by each of the players is then received. Based on a sum of the outcomes of the games of all of the players, a total amount of prize credits or prizes is determined. Subsequently, a first portion of the total amount of prize credits or prizes is partitioned for payment for participation in the tournament, and a second portion of the total amount of prize credits or prizes is awarded to at least one winning player based on the outcome of the at least one game thereof” [Abstract]

More particularly, it is noted that

“Upon the receipt of the identification codes, it is then determined in decision 902 whether a current version of the game is present and valid. If the current version is unacceptable, an installer may be executed in operation 904. Such installer may be downloaded from the prize database server and subsequently executed on the game apparatus.” [Paragraph 0092 of *Kelly et al.*]

However, it is respectfully submitted that *Kelly et al.* does not teach or suggest:

- (a) determining whether a chosen gaming unit is configured for playing the tournament;
- (b) determining gaming software that can effectively configure the chosen gaming unit for playing the tournament when it is determined that said chosen gaming unit is not configured for playing the tournament; and
- (c) after the player has chosen the gaming unit, loading the determined gaming software to the chosen gaming unit when it is determined that the chosen gaming unit is not configured for playing the tournament; thereby effectively configuring the chosen gaming machine for participation in the tournament and enabling the player to use the chosen gaming machine to play in the tournament.

An interview was conducted on the above-identified application on \_\_\_\_\_.

\*Note: This form should be completed by applicant and submitted to the examiner in advance of the interview (see MPEP §713.01). This application will not be delayed from issue because of applicant's failure to submit a written record of this interview. Therefore, applicant is advised to file a statement of the substance of this interview (37 C.F.R. 1.33(b)) as soon as possible.

\_\_\_\_\_  
(Applicant/Applicant's Representative)  
Signature)

\_\_\_\_\_  
(Examiner/SPE Signature)

1. (Proposed Amendment) A gaming- computer-implemented method, comprising:

- ~~receiving a fee from a player to play in a tournament;~~
- receiving data indicative of a gaming unit on which ~~the~~ a player has chosen to play ~~in the~~ a tournament;
- determining whether the chosen gaming unit is configured for playing the tournament;
- determining gaming software that can effectively configure the chosen gaming unit for playing the tournament when it is determined that said chosen gaming unit is not configured for playing the tournament;
- after the player has chosen the gaming unit, loading the determined gaming software to the chosen gaming unit when it is determined that the chosen gaming unit is not configured for playing the tournament, ~~wherein the gaming software is to configure the chosen gaming unit for playing in the tournament;~~ thereby effectively configuring the chosen gaming machine for participation in the tournament and enabling the player to use the chosen gaming machine to play in the tournament. ~~chosen gaming unit for playing in the tournament;~~
- ~~determining a winning player of the tournament, if any; and~~
- ~~if the winning player of the tournament is determined, generating data indicative of a value payout to be awarded to the winning player.~~